

What is claimed is:

- 1 1. A method, comprising:
2 determining a message;
3 identifying a game machine;
4 determining an occurrence of a trigger condition; and
5 outputting the message to a player via the game machine based on the
6 occurrence of the trigger condition.
- 1 2. The method of claim 1 wherein determining the message includes determining a
2 status message.
- 1 3. The method of claim 1 wherein determining the message includes determining
2 an instructive message.
- 1 4. The method of claim 1 wherein determining the message includes determining a
2 communication message.
- 1 5. The method of claim 1 wherein determining the message includes determining a
2 promotional message.
- 1 6. The method of claim 1 wherein determining the message includes determining
2 an activity-benefit offer.
- 1 7. The method of claim 1 wherein determining the message includes determining a
2 recommendation of a feature on the game machine.

- 1 8. A method, comprising:
 - 2 determining a first message;
 - 3 determining second message; and
 - 4 outputting the first message to a player via a game machine based on the
 - 5 second message.
- 1 9. The method of claim 8 wherein determining the first message includes
 - 2 determining a status message.
- 1 10. The method of claim 8 wherein determining the second message includes
 - 2 determining a status message.
- 1 11. The method of claim 8 wherein determining the first message includes
 - 2 determining an instructive message.
- 1 12. The method of claim 8 wherein determining the second message includes
 - 2 determining an instructive message.
- 1 13. The method of claim 8 wherein determining the first message includes
 - 2 determining a communication message.
- 1 14. The method of claim 8 wherein determining the second message includes
 - 2 determining a communication message.
- 1 15. The method of claim 8 wherein determining the first message includes
 - 2 determining a promotional message.
- 1 16. The method of claim 8 wherein determining the second message includes
 - 2 determining a promotional message.
- 1 17. The method of claim 8 wherein determining the first message includes
 - 2 determining an activity-benefit offer.

1 18. The method of claim 8 wherein determining the second message includes
2 determining an activity-benefit offer.

1 19. The method of claim 8 wherein determining the first message includes
2 determining a recommendation of a feature on the game machine.

1 20. The method of claim 8 wherein determining the second message includes
2 determining a recommendation of a feature on the game machine.

1 21. A method, comprising:
2 determining a message;
3 determining a gaming activity of a player; and
4 outputting the message to the player via a game machine based on the
5 gaming activity of the player.

1 22. The method of claim 21 wherein determining the message includes
2 determining a status message.

1 23. The method of claim 21 wherein determining the message includes
2 determining an instructive message.

1 24. The method of claim 21 wherein determining the message includes
2 determining a communication message.

1 25. The method of claim 21 wherein determining the message includes
2 determining a promotional message.

1 26. The method of claim 21 wherein determining the message includes
2 determining an activity-benefit offer.

1 27. The method of claim 21 wherein determining the message includes
2 determining a recommendation of a feature on the game machine.

- 1 28. A method, comprising:
2 determining a message;
3 determining an indication from a player; and
4 outputting the message to the player via a game machine based on the
5 indication from the player.
- 1 29. The method of claim 28 wherein determining the message includes
2 determining a status message.
- 1 30. The method of claim 28 wherein determining the message includes
2 determining an instructive message.
- 1 31. The method of claim 28 wherein determining the message includes
2 determining a communication message.
- 1 32. The method of claim 28 wherein determining the message includes
2 determining a promotional message.
- 1 33. The method of claim 28 wherein determining the message includes
2 determining an activity-benefit offer.
- 1 34. The method of claim 28 wherein determining the message includes
2 determining a recommendation of a feature on the game machine.
- 1 35. A method, comprising:
2 determining a message;
3 determining a representation of the message; and
4 outputting the representation of the message to a player at a game machine,
5 wherein determining a representation includes selecting a representation
6 from a plurality of representations.

1 36. A method, comprising:
2 determining a message;
3 determining a first representation of the message and a second
4 representation of the message;
5 outputting the first representation of the message to a first player at a game
6 machine; and
7 outputting the second representation of the message to a second player at a
8 game machine;
9 wherein determining the first representation includes selecting a
10 representation based upon a characteristic of the first player, and
11 wherein determining the second representation includes selecting a
12 representation based upon a characteristic of the second player.

1 37. The method of claim 36 wherein the first representation is different from the
2 second representation.

1 38. A method, comprising:
2 determining a message;
3 determining a first representation of the message and a second
4 representation of the message;
5 outputting the first representation of the message to a first player at a game
6 machine; and
7 outputting the second representation of the message to a second player at a
8 game machine;
9 wherein determining the first representation includes selecting a
10 representation based upon an indication by the first player, and
11 wherein determining the second representation includes selecting a
12 representation based upon an indication by the second player.

1 39. The method of claim 38 wherein the first representation is different from the
2 second representation.

1 40. A method, comprising:
2 determining a message to be output to a player at a game machine; and
3 suppressing output of the message,
4 wherein suppressing output of the message includes delaying output of the
5 message until a trigger condition is satisfied.

1 41. A method, comprising:
2 identifying a message in a database of messages;
3 identifying a game machine from among a plurality of game machines;
4 determining an occurrence of a trigger condition; and
5 displaying the identified message in a partition on the identified game
6 machine based on the occurrence of the trigger condition,
7 wherein the partition is a video screen.

1 42. The method of claim 41 wherein the video screen partition includes a pop-up
2 window.

1 43. The method of claim 41 wherein the video screen partition includes at least one
2 of a header, a footer, and a sidebar.

1 44. A method, comprising:
2 determining a first message;
3 outputting the first message to a player at a game machine;
4 determining a second message based on the first message; and
5 outputting the second message to the player at the game machine based on
6 the first message.

1 45. A method, comprising:
2 determining a result at a game machine based on a random number and a
3 first value of a variable selected by a player;
4 outputting the result to the player;
5 determining a hypothetical result at the game machine based on the random
6 number and a second value of the variable; and
7 outputting the hypothetical result to the player.

1 46. The method of claim 45 further including:
2 determining a message based upon a difference between the result and the
3 hypothetical result.

1 47. The method of claim 46 further including:
2 displaying the message in a partition on the game machine,
3 wherein the partition is a pop-up window.

1 48. The method of claim 46 wherein determining the message includes
2 determining a recommendation of a feature on the game machine based upon the
3 difference between the result and the hypothetical result.

1 49. The method of claim 48 wherein the feature corresponds to the second value
2 of the variable.

1 50. A method, comprising:
2 receiving an indication by a player of a first value of a parameter;
3 determining a first outcome of a game based on the first value of the
4 parameter;
5 displaying the first outcome of the game to the player;
6 providing a payout to the player based on the first outcome ;
7 determining a second value of the parameter;
8 determining a second outcome of a game based on the second value of the
9 parameter; and
10 indicating the second outcome to the player.

1 51. The method of claim 50 further including:
2 determining a message based upon a difference between the first outcome
3 and the second outcome.

1 52. The method of claim 51 further including:
2 displaying the message in a partition on the game machine,
3 wherein the partition is a pop-up window.

1 53. The method of claim 51 wherein determining the message includes
2 determining a recommendation of a feature on the game machine based upon the
3 difference between the first outcome and the second outcome.

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1 54. The method of claim 53 wherein the feature corresponds to the second value
2 of the parameter.

- 1 55. A method, comprising:
- 2 determining an occurrence of a trigger condition;
- 3 identifying a message in a database of messages based on the trigger
- 4 condition;
- 5 identifying a game machine from among a plurality of game machines
- 6 based on the message;
- 7 suppressing output of the message until a second trigger condition is
- 8 satisfied; and
- 9 displaying the identified message in a partition on the identified game
- 10 machine upon satisfaction of the second trigger condition,
- 11 wherein the partition is a pop-up window, and
- 12 wherein the identified message includes a feature recommendation.